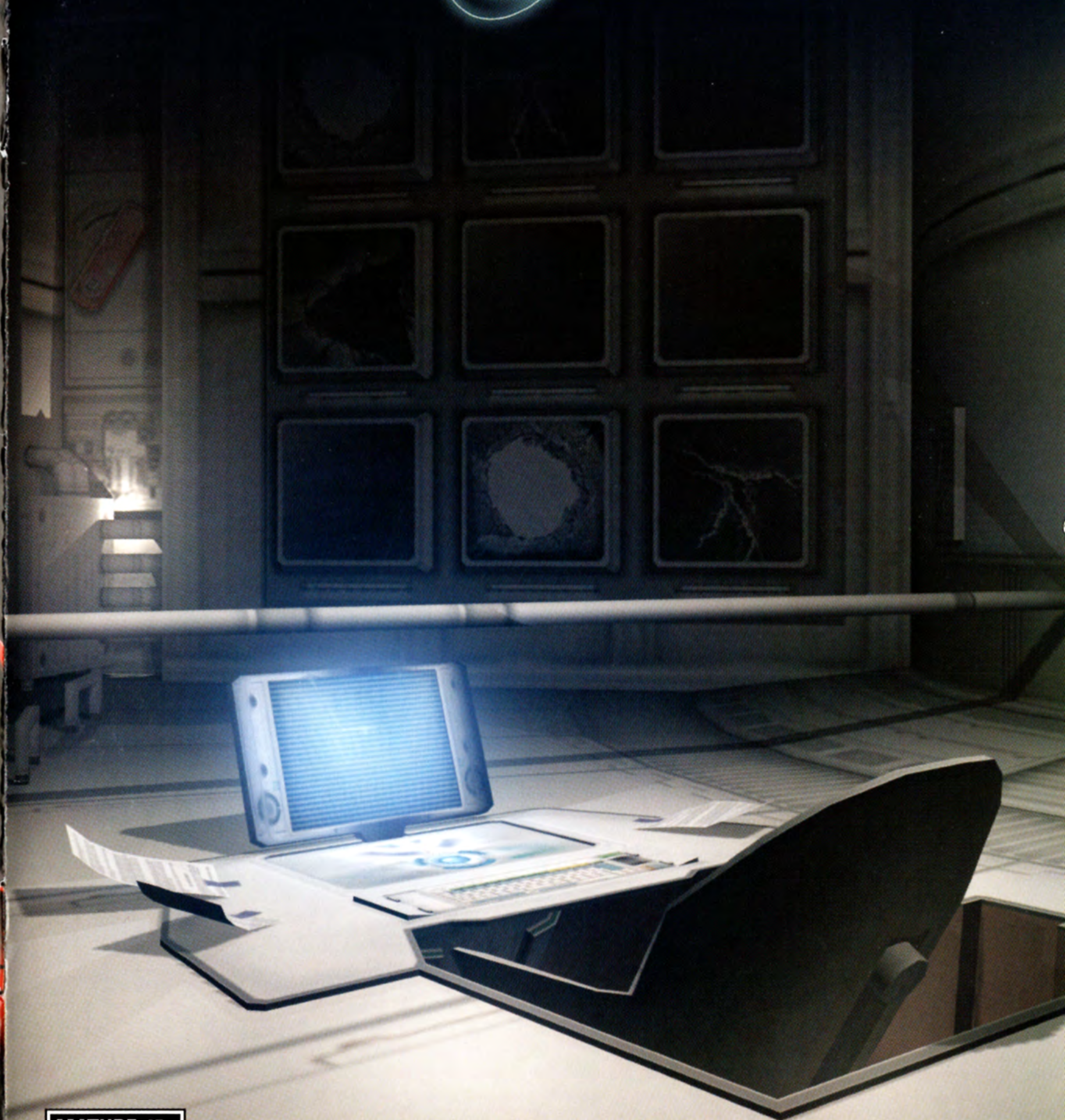


LIFE LINE™

VOICE ACTION ADVENTURE



KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

LIFE LINE™

VOICE ACTION ADVENTURE

Prologue

December 24, 2029.

JSL Space Station was attacked by creatures of unknown origin.

I can't remember how I escaped or when I lost consciousness, but when I awoke, I was locked in the monitor room and couldn't get out.

On the monitor I received a distress call from the security room. Thank God, someone else is alive! I then responded....

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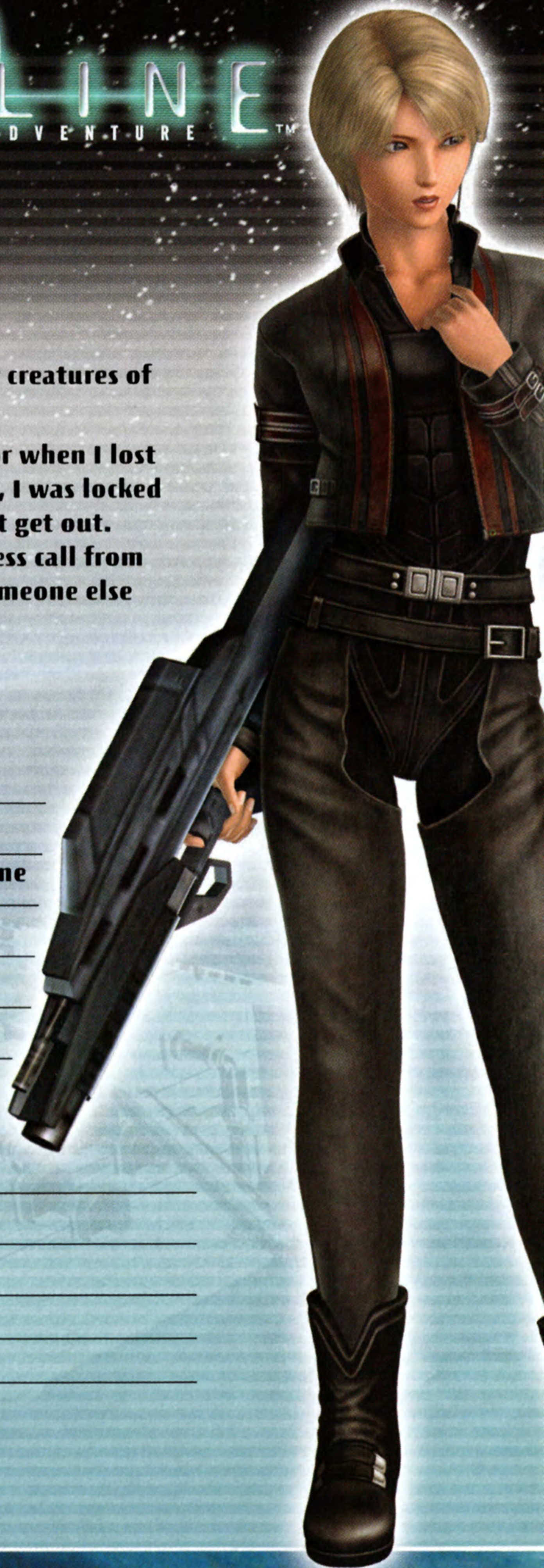
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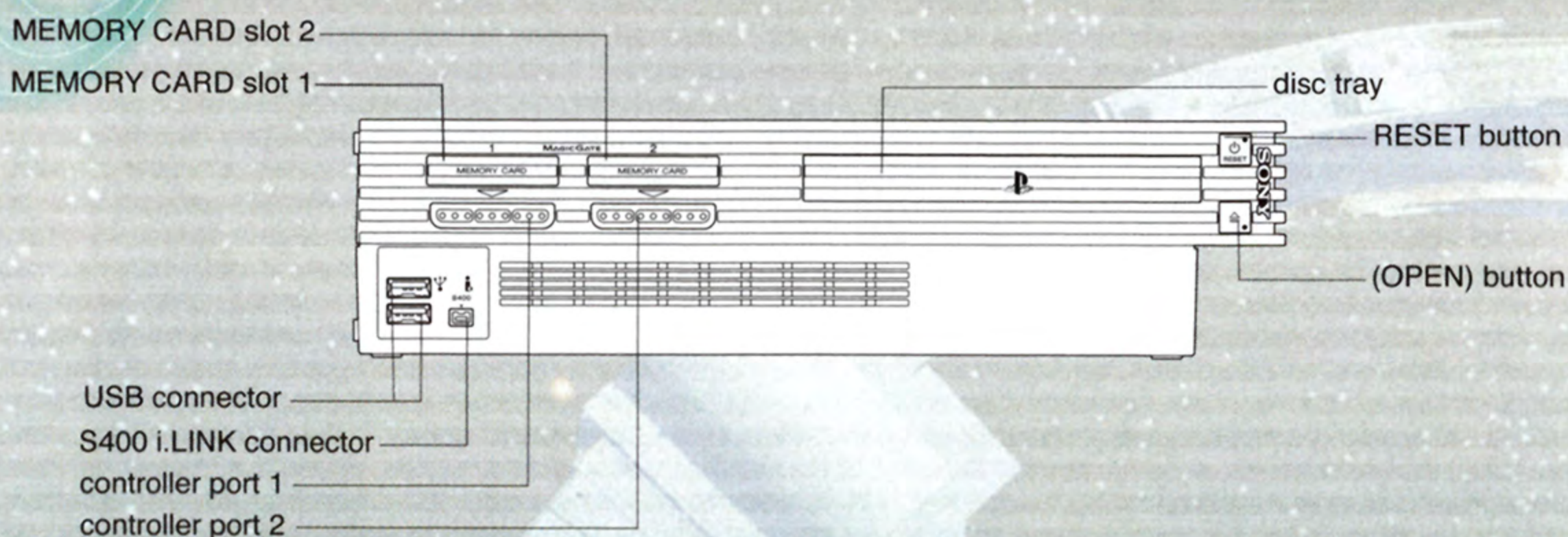
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02 Getting Started

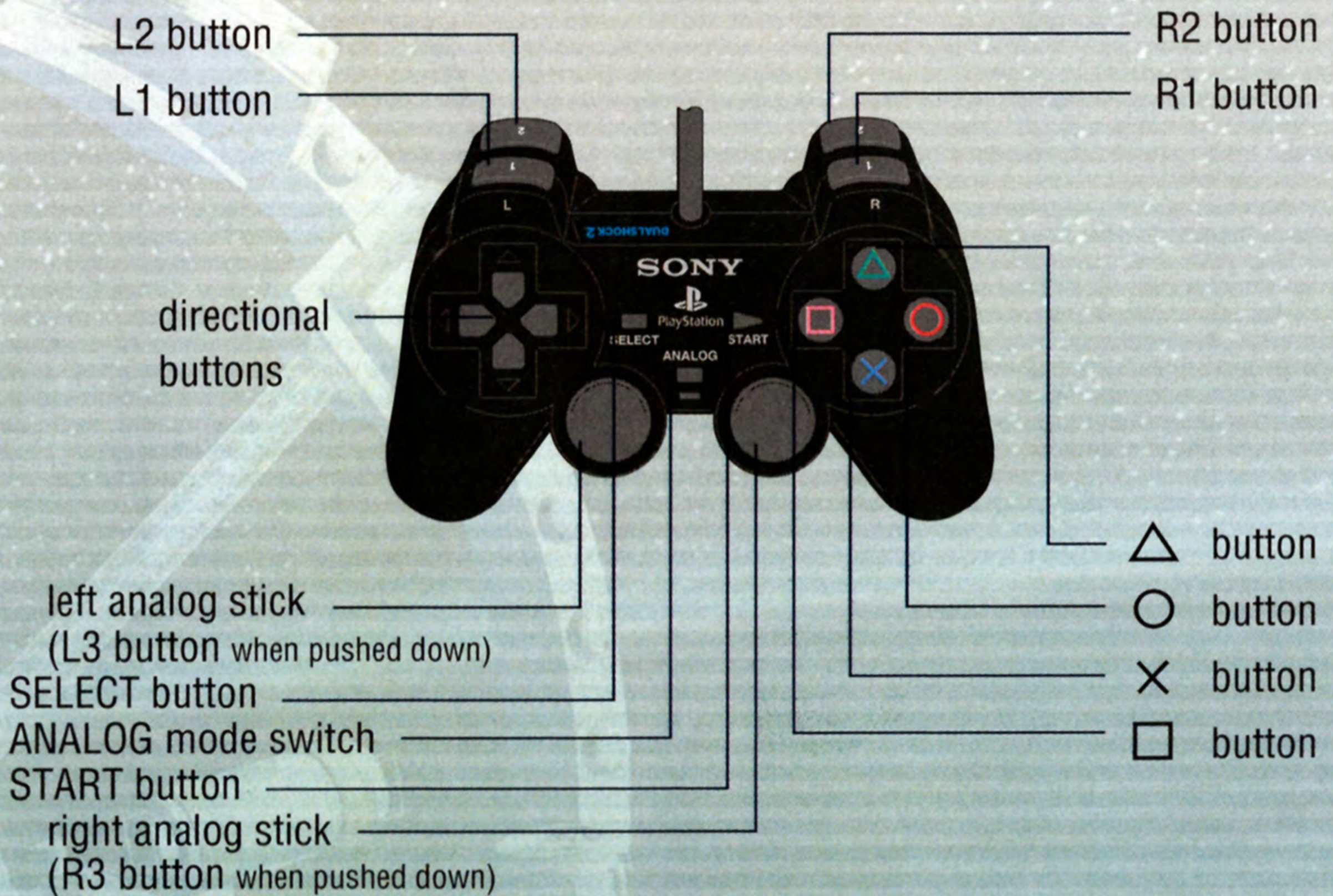


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **LifeLine™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

The following button controls are the default settings (button configuration Type A).



LifeLine™ can be played using the DUALSHOCK® analog controller, or a standard controller. Button commands are the same for all controllers. When starting a game, insert the controller into the PlayStation®2 controller port 1. The game cannot be switched between analog mode and digital mode. The mode indicator is always red, regardless of whether the vibration function has been turned on or off.

04 Connecting the USB Microphone

Connecting the USB Microphone

Before turning the PlayStation®2 on, connect the USB microphone to the upper or lower USB port on the console.



You need a USB microphone to play this game. You cannot play with an DUALSHOCK®2 analog controller only. Key settings for the DUALSHOCK®2 analog controller can be changed by selecting OPTION from the Main Menu. This game does not support the vibrate function. LED will always be off since the game is always in digital mode.

Controller Keys

DUALSHOCK®2 analog controller	For Search	For Battle
Directional buttons	Move analysis cursor	Not used
 button	Mic input (hold mic button)	Mic input (hold mic button)
 button	Confirm Selection	Not used
 button	Display analysis point	Display alien parts you can attack
 button	Cancel	Not used
 button	Pause	Pause
 button	Not used	Not used
 button	Display map	Not used
 button	Skip events	Skip events
 button	Display item list	Switch camera
 button	Display keyword list	Not used

06 How to Start

How to Start

The game will not start unless a USB microphone is connected to the console. Insert a memory card (8MB)(for PlayStation®2) in the MEMORY CARD slot 1, turn on the power and insert the Lifeline disc. The first screen displayed will check the memory card (8MB)(for PlayStation®2). When the main title screen is displayed, press the START button to display the Main Menu screen. If you do not push the START button during the main title screen, the demo movie will play. Press the START button to interrupt the demo movie and return to the Main Menu. You need to have 156KB or more free space on the memory card (8MB)(for PlayStation®2) to save the game.

Main Menu

NEW GAME

Start a new game. The game will begin after the microphone test tutorial.

LOAD GAME

You can load a previously saved game from the memory card (8MB)(for PlayStation®2) inserted in the MEMORY CARD slot 1 and continue the game.

OPTION

Key Configuration	Change the default controls for Lifeline.
Sound Output	Change the sound settings.
Screen Position	Adjust the position of the screen.
Brightness Control	Adjust the brightness of the TV screen.
Default Setting	Restores all settings to default.
Exit	Exit the OPTION menu.

BONUS

You can play different mini-games depending on the number of chips you collect in the game. There will be an audio cue each time a chip is found.

Tutorial

Tutorial of Microphone Operation

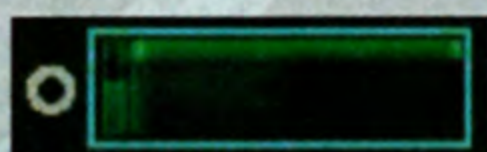
Complete the tutorial before starting the game. The tutorial will teach you how to operate the microphone and give basic commands. If you have not connected a USB microphone, connect it according to the description in "Connecting the USB Microphone" section on Page 04.

Timing of Microphone Input

The status of microphone input is shown on the microphone gauge on the upper left corner of the screen. There are three microphone gauge displays depending on the situation. You can talk through the microphone as described below.



When the gauge displays "Talk Now," the on-screen character wants to communicate with you. You will often need to talk to the character when you see this display.



When the microphone gauge is clear, you can talk to the on-screen character as you wish.



When the gauge displays "Cannot Talk," this means communication is not presently possible, and microphone input is not enabled.

To give voice commands into the microphone:

1. Hold the microphone input button (Ⓢ button) to start communication.
2. Talk. Give verbal instructions, making sure the volume display changes as you talk. Articulate each word and speak at a moderate speed so that everything you say is recognized. The meter on the left edge of the gauge shows the current level of speech recognition. Points are given for the quality of voice recognition. Your total points are displayed at the top of the screen. The points are not displayed during the game - only as part of the tutorial.
3. Release the microphone input button to end communication. Microphone input ends when you release the microphone input button. Timing the beginning and the end of holding the microphone button is crucial to proper voice recognition.

Successful Voice Recognition

If your speech is recognized properly, "Good" or "Excellent" will be shown on screen during the tutorial. During the game, you can expect Rio to follow your instructions accurately.

Unsuccessful Voice Recognition

When the speech is not recognized properly, "Bad" will be shown. You need to repeat the microphone input procedure. During the game, Rio will either ignore your instruction or cock her head to the side as if she's hearing but not understanding you.

08 People Aboard the JSL Space Station

People Aboard the JSL Space Station

Operator (the player)

You are locked in the monitor room and can't get out. But you can communicate with others and remotely control the equipment in the station using the operation system. You are working with Rio in order to get out of the monitor room.

Rio

Waitress at the Station Hotel. She is looking for something besides other survivors....

Naomi

Your girlfriend. You were both invited to the inaugural Christmas party at the Station Hotel.



**Gino**

Security guard at the Station Hotel. He has a crush on Rio.

**Tanaka**

Employee of JSL and Manager of the hotel. A rude, despicable person.

**Allen Honda**

Researcher working in the Space Station test lab.

Joe Powers

Head of the research center in the Space Station test lab.

**Helen Johnson**

Popular news correspondent. She is reporting the historic event taking place at the Space Station Hotel.

**Takayama (Prime Minister)**

Japanese Prime Minister. He was invited to the party at the Station Hotel. His popularity is waning due to Japan's long-term economic recession.

10 Search System

Search System

Searching Rooms in Lifeline

Giving Precise Instructions Using Keywords

As the Operator, you can receive images via cameras placed in various locations within the Station Hotel, but can only be heard by someone with a headset. To facilitate communication, use keywords when giving instructions. Keywords will be shown on the left side of the screen when you push the Keyword Display button (**R2** button).

Instructing Rio to Move

If you want to instruct Rio to move to another location, give the name of the destination. You can see a map of the surrounding area on the screen by pushing the Map Display button (**L1** button). For example, if you say "Table" when Rio is in the Security Room, she will walk to the table in the center of the room. You can say "Run" to make her move more quickly.



Instructing Rio to Search

You need to say the specific name of the object you want to investigate while searching for clues, items, etc. Objects you can check are indicated by the Sonar cursor. Carefully inspect the object designated with a Sonar cursor and guess the name of it into the microphone. If Rio hears the correct name of the item, the Sonar cursor will change to the Analysis cursor, which displays the item's name. You can have Rio investigate the item highlighted by the Analysis cursor by saying words like "Check," "Use," or "Read." Items indicated with the Control cursor, such as a door panel of a guest room, can be controlled by you, the Operator. Items Rio can obtain are illuminated instead.

Item Cursors



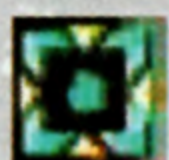
Obtainable item

Indicates items that Rio can obtain. If it continues to be lit after you display the name of the item, you need to give further instruction such as "Get," "Look under," etc.



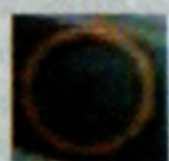
Analysis cursor 1

The item name is displayed.



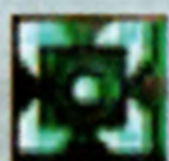
Control cursor

Shows items that the Operator can control. To control an item, select the item and push the  button. Push the  button again to show a control panel. There are several types of control panels, but generally, they can be controlled by moving the control cursor with the Directional buttons and pushing the  button.



Sonar cursor

Indicates items you are required to identify. You will not be able to control or use items until you have identified them and the Control or Analysis cursor appears.



Analysis cursor 2

Push the  button to display the item's name and description.



12 Search System

Tips on Search Instruction

Guess the item name

Say words that match the appearance of the item indicated by the Sonar cursor. In many cases, if your guess is close to the actual identity of the item, Rio returns a response such as "Do you mean this?" At this point, the Sonar cursor will change to the Analysis cursor and the item's name will be displayed.

Give the color, shape or location of the item

If you can't come up with the item name, you can say the color or location of the item, such as "White paper" or "Second locker from the right". You may also give Rio a combination command such as "Check the red thing on the table."

Look for a hint of the item name

Look at other places if you cannot guess the item name. You may be able to find a note or document that can be a hint. Clues are everywhere!

Save Points

At the save point located in each room, you can save game data onto the memory card (8MB)(for PlayStation®2) inserted in the MEMORY CARD slot 1. Make sure the memory card (8MB)(for PlayStation®2) is properly inserted in MEMORY CARD slot 1. There are four save game slots you can use for Lifeline.



Pausing the Game

The Pause Menu is displayed if you push the START button during gameplay. Select CONTINUE and then press OK to continue the game or select GO BACK TO TITLE to return to the Main Menu. You may not be able to pause the game in some situations.



Consultations

"Consultation" is a keyword you can use to obtain additional information from Rio. You cannot use "Consultation" when Rio is in a battle or searching. You can consult with Rio when you are stuck or have a question. Press the keyword list display button (**R2**) and select "SCEN" to show keywords (scenario keywords) you can use during discussion. (Scenario keywords can only be used during "Consultation.")

The Battle System

Enemy Encounters

There is always risk of sudden attack by various monstrosities while searching within the station. In combat, Rio's health declines when she is damaged by a creature. When her health becomes 0 and communication is cut off, the game will be over. Give Rio proper instructions to kill enemies before they overwhelm her. The battle isn't over until either Rio dies or all her opponents are killed. At times, Rio may be stunned and dazed by a surprise attack, and will become vulnerable. Give her instructions, such as "Get up" and "Come on," to regain her consciousness.

Movement in Battle

To maneuver Rio during a battle, give her instructions such as "Move Left," "Move Right," "Move Forward," or "Move Back." To change the direction Rio is facing, tell her to "Turn around," "Turn right," and so on. You can change the camera angle during a battle with the Camera Switch button (**R1** button). You cannot change the camera angle when Rio is unconscious. You can also give action keywords to Rio, such as "Shoot" and "Run."



OPERATOR'S VIEW



RIO'S VIEW

Switching Targets

When battling more than one enemy, you need to tell Rio which specific enemy to target. The targeted enemy is shown on the screen as a number. Unless you give a specific instruction to Rio, she will automatically target an enemy in the direction she is facing. You cannot target enemies who are outside Rio's view. To have Rio switch targets, tell her "Number 1," "Number 2," etc.



ALIEN HEALTH GAUGE TARGET NUMBER

14 The Battle System

Guiding the Attack

During a battle, the targeted creature's vulnerable areas are displayed. Watch its movement, aim at an appropriate body part, and attack by saying its name (e.g., "Right eye").

ATTACKABLE BODY PARTS



Giving Multiple Instructions

In a battle, you can give consecutive instructions using up to three keywords. For example, you can repeat an action keyword three times ("Shoot, Shoot, Shoot") or say three body parts to aim at ("Leg, Eye, Mouth") or combine a move, target and other instructions ("Reload, Number 1, Dodge right"). By giving consecutive instructions rather than a single instruction, Rio can attack creatures more efficiently.



Other Instructions

You can instruct Rio to use a Heal Capsule or reload the gun. You can also give special attack instructions using a keyword obtained during a search.

Rio's Health Indicator

When the health indicator is low, say "Use a Heal Capsule" or "Recover." Recover health using the Heal Capsule obtained during a search.

Ammunition

When the magazine of Rio's weapon is near empty, say "Reload."

Sometimes, Rio may not notice that she's used up all the bullets in the weapon's magazine. You should always check the remaining number of bullets and tell her to "Reload" when it is low. If the remaining number of bullets becomes 0, Rio will notice after a while and reload on her own, but the action will be slower than when you instruct her to reload.

Enemies

Mysterious life forms are assaulting the Space Station Hotel, mindlessly attacking any people they see. Below are a few of the monstrosities Rio will encounter:

Small type A

This creature looks like a giant leech. It sticks to the human body and causes damage.



Medium type A

This creature looks like a giant caterpillar. It has a dangerous stinger for a tail.

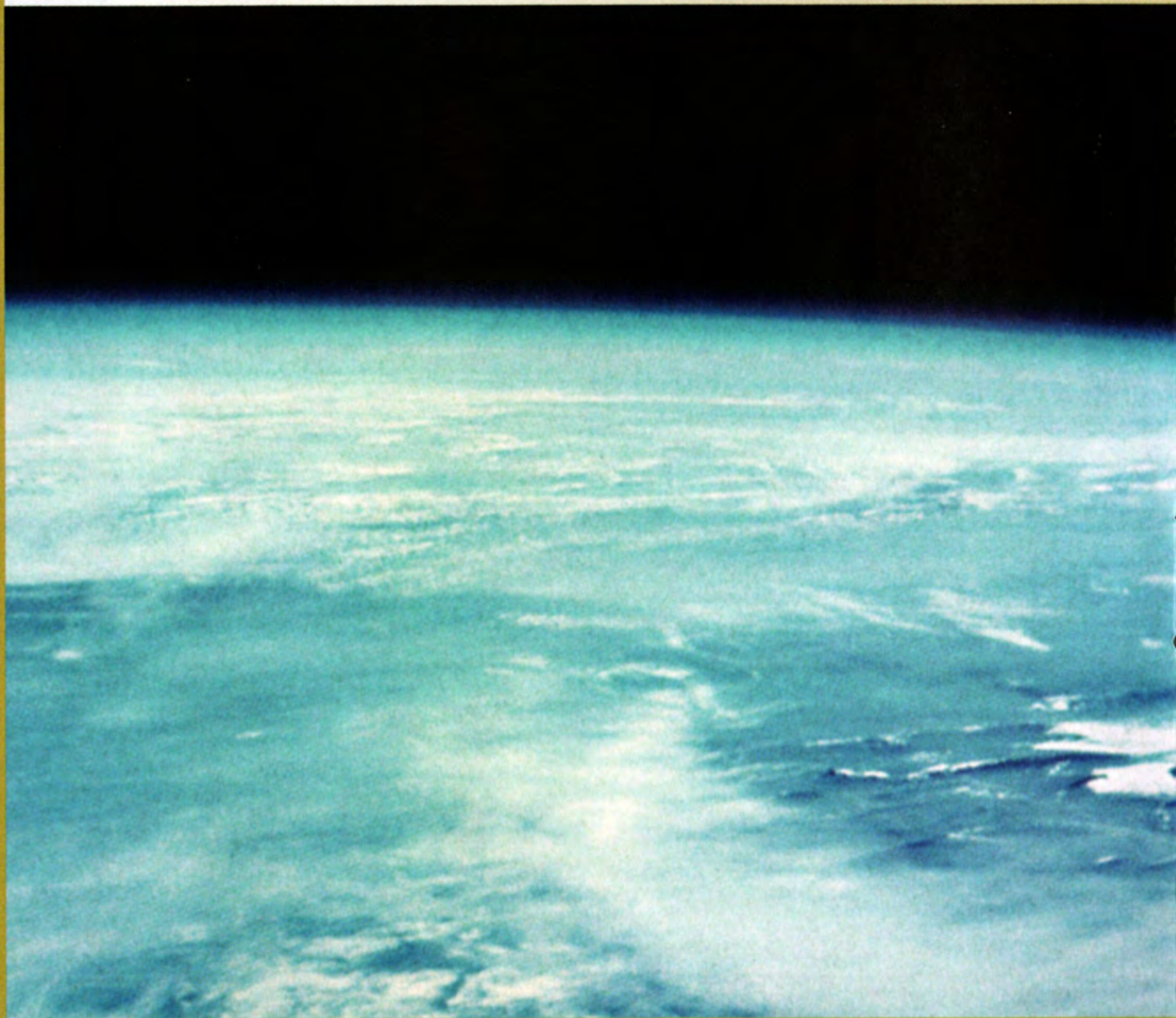


Medium type B

This creature crawls on the floor using tentacles. It can extend its tongue to attack from far away.



Your dream vacation is now a reality...





JSL, giving you the world

JSL
JAPAN SPACE LINE
SPACE STATION HOTEL

Under the Glow of the Blue Planet

2029.12.24 Christmas

Spend the best time of your life above Earth—
the big blue gem of the universe.

JSL Space Station Hotel, the first space hotel in human history, promises...



CONVENTIONS & BANQUETS

Bask in the soft glow of elegantly lit chandeliers while enjoying a panoramic view of the planet Earth. Our full-service facilities, professional wait staff, and unparalleled cuisine will satisfy every visitor's wants and desires.

GUEST ROOMS

All guest rooms are deluxe suites with a separate living room. A luxurious yet subdued interior will make you feel right at home.

Guests can enjoy magnificent views of the planet Earth from any room of the hotel.

GUEST ROOM FACILITIES

Living room	Emergency Panel— shutter key, oxygen mask Living Area— telephone, table set, sofa
Bedroom	Bed, Nightstand, Dresser
Bathroom	Shower, Toilet, Washstand
Upon request	Bath robe, Safety Deposit Box (number lock)



BRIDAL & HONEYMOON SPECIAL PLAN

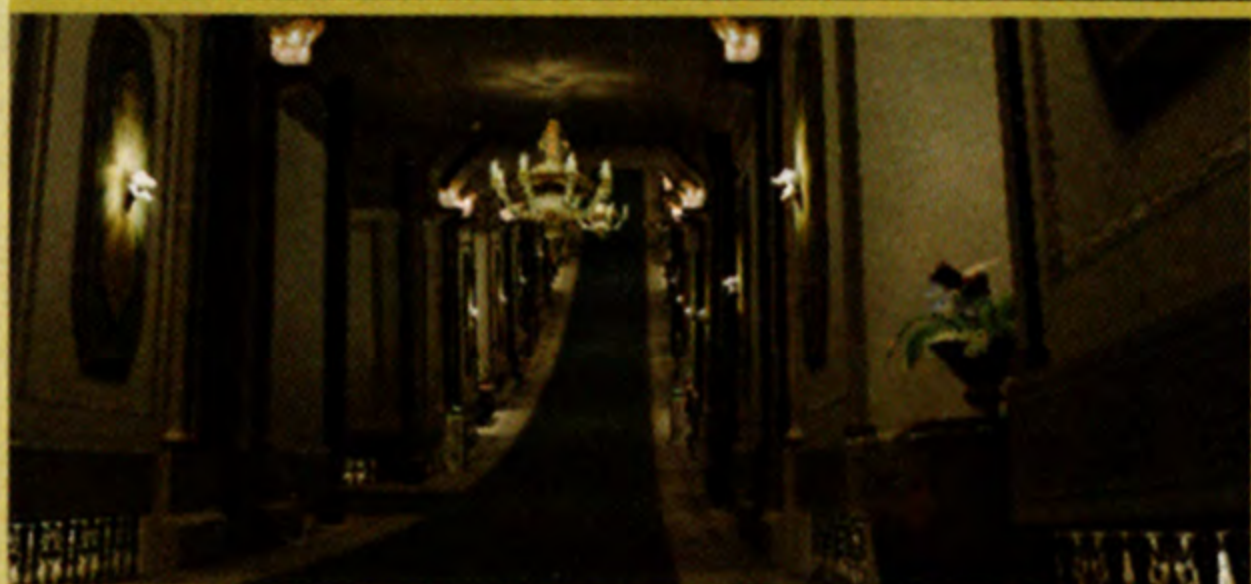
The deluxe "Sun Suite" and "Moon Suite" are specially suited for honeymooners.

A gorgeous bouquet of flowers and a basket of fresh fruit will be delivered to these rooms for an experience that is out of this world.

The guest couple's secret message of love will be the room key password.

ROOM SERVICE

Enjoy gourmet meals in the comfort of your room with JSL's own signature wines and champagne.





**SECURITY MANUAL
SPACE STATION HOTEL
EMPLOYEES ONLY**

CONFIDENTIAL!

CONFIDENTIAL **SPACE STATION HOTEL** **EMPLOYEES ONLY**

SAFEGUARDS AND SECURITY **EMERGENCY GUIDANCE**

In case of emergency, all shutters in the hotel area will be closed automatically. All guest rooms will be automatically locked to maintain air pressure. The operator will instruct all guests to remain in their guest rooms. Please do not unlock any guest room doors until safety is confirmed.



OPERATION OF SECURITY LOCKS

All locks and shutters in the hotel area can only be operated from the Monitor Room. Communicate with the security guards and confirm safety before unlocking the doors. A shutter key is necessary for opening and closing the shutters.



EMERGENCY FOOD AND MEDICAL SUPPLIES

Medical supplies such as Heal Capsules are stored in the Infirmary located near the "Sun Suite." Capsules can be brought to guests upon request. Other supplies are stored in the Equipment Room, including emergency rations, since there is no pantry in the hotel area. Emergency rations are only to be distributed by the hotel staff.



JSL
JAPAN SPACE LINE
SPACE STATION HOTEL

NAME: RIO

POSITION: WAITRESS

SEX: F HAIR: BLOND

HT: 5-5 WT: 125



CONFIDENTIAL
SPACE STATION HOTEL
EMPLOYEES ONLY

SECURITY ROOM

The Security Room is in the center of the hotel area. Notify the security staff in case of an emergency.

Those who are involved in fights, harassment, reckless acts that may cause significant damage to the guests and hotel properties, and those who are infected with unknown viruses will be isolated in the holding cells within the Security Room. The holding cells are completely air tight and designed to withstand any type of impact, so they can be used as an emergency shelter in case of danger. Hand guns are stored in the Security Room and their use is regulated by hotel security.

THE TEST LAB

The Space Station also houses a Test Lab where new materials are being developed in zero-gravity environments. Though completely un-hazardous, refrain from talking about the Test Lab to hotel guests, as the work being done there is classified information. Lab workers are forbidden from entering the hotel areas.



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Sony Computer Entertainment Inc.

**US Software Publishing
and Localization**
KONAMI DIGITAL ENTERTAINMENT, INC.

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If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami Digital Entertainment, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

- * \$0.95 per minute charge
- * \$1.25 per minute support from a game counselor
- * Touch tone phone required
- * Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

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When you register your game you will be automatically entered into monthly drawings to win FREE games!

PlayStation[®]2



2 HOT 2 HANDLE

MEET THE CY GIRLS, MARCH 2004

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